Wolfenstein 3d

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AGB-AWOE-USA

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

Inside Front Cover

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



MATURE
ANIMATED BLOOD
AND VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Table of Contents

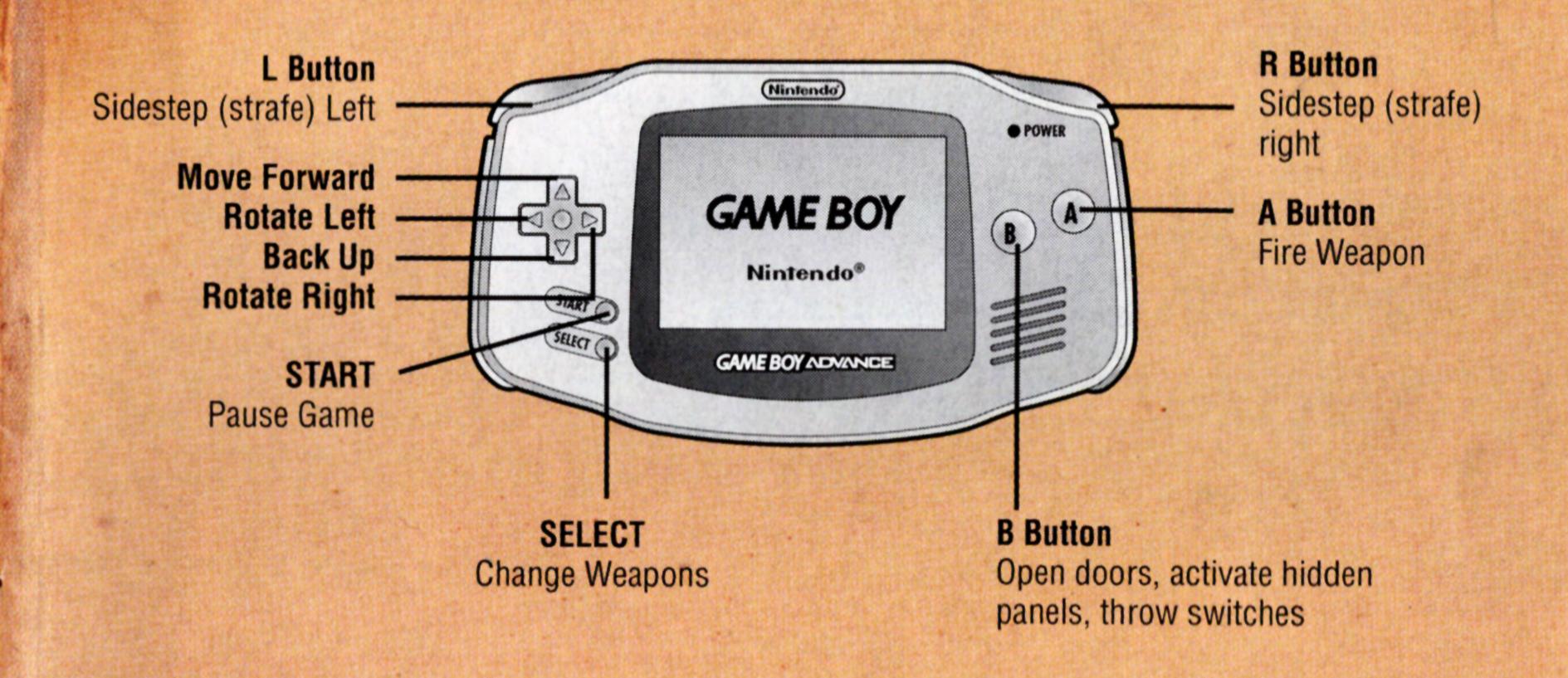
Getting Started	2
Game Boy® Advance Controls	
Options	
The Game Screen	5
The Story	7
Game Description	
Lives and Levels	10
Episodes	11
Saving and Loading	13
Pick-ups	14
Weapons	14
Denizens of Wolfenstein 3D	
Tips	20
Credits	
Limited Warranty	24

Getting Started

- · Make sure the POWER switch is OFF.
- Insert the Wolfenstein 3D Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- · Turn the POWER switch ON.

Note: The Wolfenstein 3D Game Pak is for the Game Boy® Advance system only.

Game Boy® Advance Controls



Options

NEW GAME: Begin a new game, choosing from one of the six episodes

GRAPHICS: Adjust the brightness of the game screen

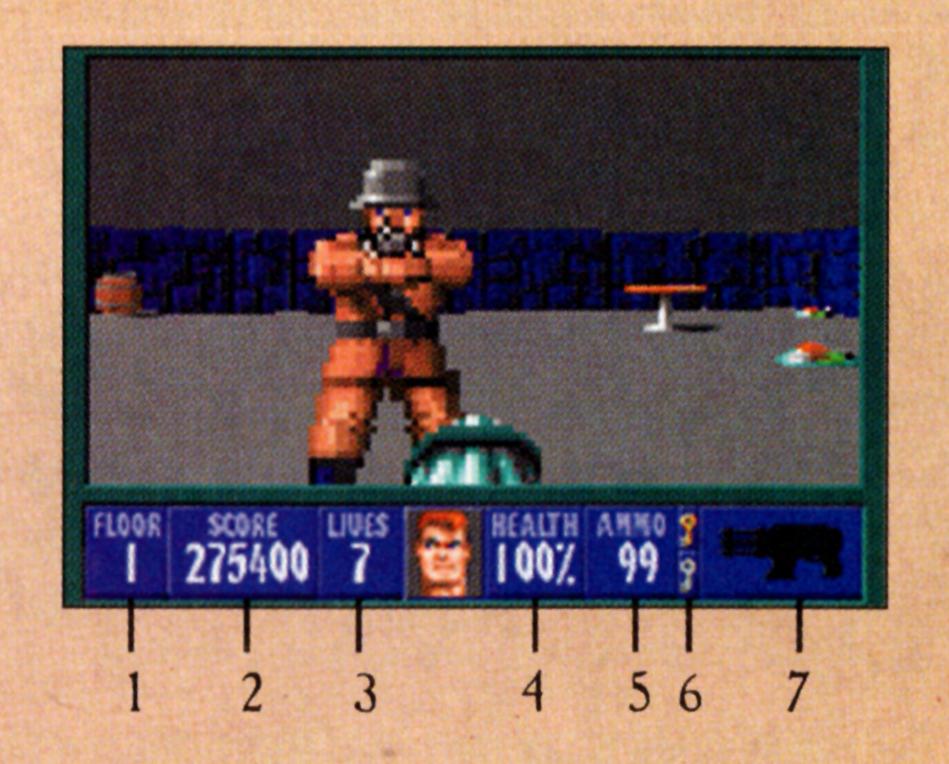
SOUND: Adjust the music volume

CONTROL: Adjust the in game turn acceleration

LOAD GAME: Load a previously saved game

BACKTO DEMO: Watch a demo of the game

The Game Screen



- 1. FLOOR There are at least 18 known floors. The current floor is always indicated at the far left of the status bar.
- 2. SCORE You can gain points by picking up treasure or killing. Every 40,000 points provide an extra life, so collect those treasures!

- 3. LIVES

 You start the game with three lives. If you die, you'll restart the current floor with a pistol and eight shots. You'll also lose the points you earned on that floor.
- 4. HEALTH When you start, your Health is 100%. Each time you are hit, your Health will be reduced. Health is indicated not only in percentages, but also in a visual representation located on the status bar. You begin to look increasingly unhealthy the more damage you take. If your Health is dropping, you can increase it by grabbing food or first aid.
- 5. AMMO Your amount of ammunition is indicated on the status bar. You can carry a total of 99 bullets. Be sure to pick up the ammo left behind when you kill someone. Run out of ammo and you'll be stuck using your knife.
- 6. KEY

 When you find a key, a representation of that key will be shown in one of the two small slots located to the right of the ammo count.
- 7. WEAPON A representation of the currently active weapon will be shown at the far right of the status bar.

The Story So Far ...

You're William J. "B.J." Blazkowicz, the Allies' bad boy of espionage and a terminal action seeker. Your mission was to infiltrate the Nazi fortress Castle Hollehammer and find the plans for Operation Eisenfaust (Iron Fist), the Nazi's blueprint for building the perfect army. Rumors are that deep within Castle Hollehammer the diabolical Dr. Schabbs has perfected a technique for building a fierce army from the bodies of the dead. It's so far removed from reality, it would seem silly if it wasn't so sick. But what if it were true?

You were never given the chance to find out! Captured in your attempt to grab the secret plans, you were taken to the Nazi prison, Castle Wolfenstein, for questioning and eventual execution. Now for twelve long days you've been imprisoned beneath the castle fortress. Just beyond your cell door sits a lone thick-necked Nazi guard. He assisted an SS Dentist/Mechanic in an attempt to jump start your tonsils earlier that morning.

You're at your breaking point! Quivering on the floor you beg for medical assistance in return for information. His face hints a smug grin of victory as he reaches for his keys. He opens the door, the tumblers in the lock echo through the corridors and the door squeaks open. HIS MISTAKE!

A single kick to his knee sends him to the floor. Giving him your version of the victory sign, you grab his knife and quickly finish the job. You stand over the guard's fallen body, grabbing frantically for his gun. You're not sure if the other guards heard his muffled scream. Deep in the belly of a Nazi dungeon, you must escape. This desperate act has sealed your fate—get out or die trying.

Game Description

As "B.J." Blazkowicz, you must navigate through the maze-like corridors and hallways of Castle Wolfenstein in order to continue on your top-secret mission. You must find the exit for each level while taking out guards and soldiers, hunting down keys to locked doors and scooping up any pilfered treasure that you find strewn around the castle. Keep your eyes peeled for hidden passageways and secret doors that can lead to even greater rewards—and greater danger.

Lives & Levels

You begin each game with three lives, which you must guard closely if you wish to escape the confines of Wolfenstein. Fortunately, you can earn an extra life for every 20,000 points, so keep on the lookout for gold.

Difficulty Level

Choose your difficulty level based on your skill.

Can I play, Daddy? Very easy. Knock Nazis over with a feather.

Don't hurt me Still pretty easy, but the guards aren't quite as dumb.

Bring 'em on! The default difficulty. Those soldiers are gunning for you now.

I am Death incarnate! Extremely difficult! Only the best of the best should attempt this challenge.

Episodes

There are six episodes that make up Wolfenstein 3-D, each with ten levels. They are:

EPISODE 1: Escape from Wolfenstein

Castle Wolfenstein is filled with a host of people who would like nothing better than to see you in a body bag. Remember, that anything moving is a threat.

EPISODE 2: Operation: Eisenfaust

You escape from Castle Wolfenstein and struggle your way to the Allies' front lines. While you were imprisoned, more evidence of the Operation Eisenfaust (Iron Fist) was uncovered. Grave diggers are becoming Hitler's best recruiters as Dr. Schabbs is preparing to unleash his hideous creations upon the free world. With the force of an entire army of undead killing machines at Adolf's disposal, nothing can stop him. You are the only one who can defeat the evil Dr. Schabbs and keep his hideous experiments from coming to fruition. Venture into the depths of Castle Hollehammer and inject Dr. Schabbs with your brand of justice.

EPISODE 3: Die, Fuhrer, Die!

You destroyed Dr. Schabbs and crushed the Fuhrer's plans for creating an army of undead. His dreams vanquished, the Fuhrer has sunk deeper into his twisted evil mentality. Now bent on the destruction of the free world, Hitler has become increasingly desperate. Thousands die as Hitler leads his armies into suicide campaigns. The only way to stop this annihilation is to confront Adolf himself. Can you defeat the Fuhrer and end the war? Or will his hideous reign continue?

EPISODE 4: A Dark Secret

You must assassinate Otto Giftmacher, the amoral scientist responsible for designing chemical weapons. Be assured—the castle is well-guarded!

EPISODE 5: Trail of the Madman

Although the scientist is dead, the plans are in motion. Explore the dungeon of the castle to find the plans so the Nazis can be stopped!

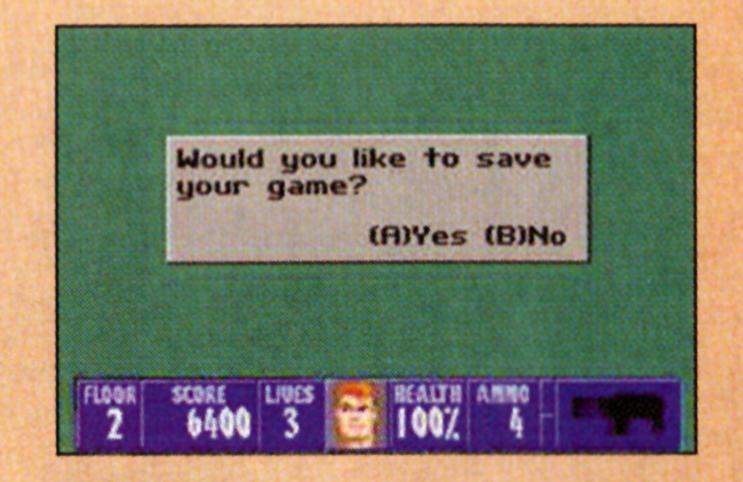
EPISODE 6: Confrontation

Prepare for the final battle with General Fettgesicht, organizer of the chemical war. Wade through waves of soldiers and stop their Geneva Convention-breaking machinations!

Saving and Loading

Saving A Game

At the end of each level, you will be given the option to save your game. Up to four different saved game files can be stored on the cartridge.



Loading A Game

If you've saved your progress in an earlier episode, return to your last position by choosing Load Game from the Options menu and picking the save file you want.



Pick-ups

■ Healing

Dinners = +10%



You've always had bad table manners. After clearing your Nazi hosts from the dinner table, you should pick up some food-to-go!

First-Aid = +25%



The Nazis have been intercepting Red Cross packages and storing them throughout their strongholds.

Dog Food = +4%



Mostly found around kennels.

Killing

Ammo = 4.8

Ammo Box = 25



Guards are armed to the teeth. Gracious even in death, they'll leave their ammo for the taking! Pick up unused ammo for 8 bullets or an ammo box for 25 bullets.

Machine Gun



This machine gun is the primary armament of the SS guards. It's an efficient weapon that is useful for attacking multiple enemies.

Chaingun



The Chaingun is a destructive killing machine that will clear the room. However, it has a healthy appetite for ammo.

■ Treasure

Hitler has a twisted desire for treasure and religious artifacts. His ill-gotten booty is stored within the secret rooms of the castle.

Cross 100 Points



Chalice 500 Points



Chest 1000 Points



Crown 5000Points



■ Special Items

Keys —

The upper floors are well secured with locked doors. A locked door can be opened with either a gold or silver key. These keys can be found on the same floor as the locked door.

One Ups = Full Health, 25 Ammo and One Life.



Within secret rooms of the castle are items that give you the extra urge to keep fighting!

Denizens of Wolfenstein 3D

Wolfenstein 3D is filled with a host of people who would like nothing better than to see you in a body bag. Remember that anything moving is a threat.

The opponents you will be up against vary in weapons, body armor, speed, skill, aggressiveness, and even intelligence.

Regular Guards

Guards

The bullies in brown go down easy, but there's a lot of 'em.



SS

Members of the Schutzstaffel, they wear blue uniforms, bulletproof vests, and sadistic grins.



Killer Dogs These German shepherds go right for your throat.



Officers These quick, smart soldiers wear white and see red.



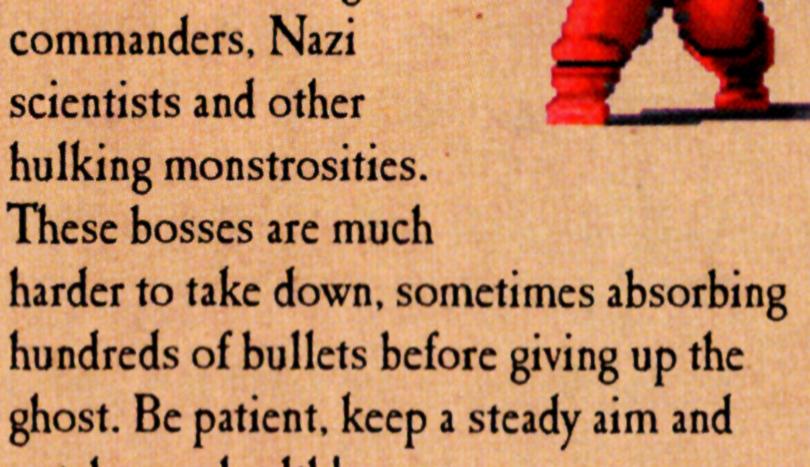
Mutants Hideous human experiments of the evil Dr. Schabbs, these threearmed beasties are killing machines.



Bosses

The castle is also home to much more powerful menaces, including SS commanders, Nazi scientists and other hulking monstrosities. These bosses are much

watch your health!



Tips

- A clever soldier will always search a room for hidden passageways and secret doors.
 Walk up to likely objects (banners, flags, suits of armor, etc.) and press the B
 button to see if there may be a hidden switch to activate.
- Watch your ammo reserves. Don't fire wildly at each enemy; take the time to line them up in the middle of your sights before shooting. Pay attention and you'll learn how many bullets it takes to bring down each type of enemy.
- The chaingun is very powerful, but rips through ammo like a buzzsaw. Fire it in controlled bursts.
- Strafing is key to surviving firefights in close quarters. Learn to sidestep out of the way of incoming fire while keeping your weapon trained on the baddies.
- Castle Wolfenstein is filled with many secrets. Careful searching may discover secret levels.

Credits

id Software 1992:

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John Romero

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ARTIST
Adrian Carmack

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with

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id Software:

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Notes

Notes

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